

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A submersible device for attracting and stimulating aquatic animals, said device comprising:

a watertight housing;

a first transducer element disposed within said housing; and

a diaphragm operably connected to said first transducer element,

wherein said device is operable as either a speaker or a hydrophone in response to control signals received from a programmable device above water; and

wherein said device emits one or more ~~prerecorded~~-acoustical signals in a specified sequence and at a specified volume in response to control signals received from said programmable device above water; and

wherein said one or more ~~prerecorded~~-acoustical signals comprise a sounds of prey being attacked and eaten underwater; and

wherein said one or more acoustical signals comprise naturally occurring signals or synthesized signals.

2. (original) The submersible transducer device as claimed in claim 1, further comprising:

a second transducer element disposed within said housing; and

a second diaphragm operably connected to said second transducer element,

wherein said second transducer element is positioned opposite said first transducer element.

3. (original) The submersible transducer device as claimed in claim 1, further comprising a flotation device coupled to said housing.

4. (currently amended) A system for attracting and stimulating aquatic animals, said system comprising:

a submersible device comprising a transducer element disposed within a watertight housing; and

a programmable control unit operably connected to said submersible device, said programmable control unit comprising:

a processor;

a memory device operably connected to said processor, for storing a plurality of digital sounds ~~recordings~~; and

an input device operably connected to said processor, for selecting one or more of said plurality of digital sounds ~~recordings~~ to be played via said submersible device according to a pre-selected program,

wherein said submersible device is responsive to control signals received from said programmable control unit; and

wherein said plurality of digital sounds comprise a sound associated with aquatic prey.

5. (original) The system as claimed in claim 4, wherein said control signals comprise signals for controlling volume of playback.

6. (original) The system as claimed in claim 4, wherein said control signals comprise signals for sweeping volume of playback within a selected range of volume levels.

7. (original) The system as claimed in claim 6, wherein said control signals further comprise a time interval between changes in said volume levels.

8. (original) The system as claimed in claim 4, wherein said control signals comprise a delay signal.

9. (currently amended) The system as claimed in claim 4, wherein playback of said one or more of said plurality of digital sounds ~~recordings~~ is intermittent.

10. (currently amended) The system as claimed in claim 4, wherein said plurality of digital sounds ~~recordings~~ comprise a sound ~~an audio recording~~ of fish in distress.

11. (currently amended) The system as claimed in claim 4, wherein said plurality of digital sounds ~~recordings~~ comprise a sound ~~an audio recording~~ of prey being attacked and eaten underwater.

12. (original) The system as claimed in claim 4, wherein said transducer element is positioned opposite from a second transducer element within said housing.

13. (currently amended) A method for attracting and stimulating aquatic animals, said method comprising the steps of:

selecting one or more digital sounds ~~recordings~~ from a memory device which stores a plurality of digital sounds ~~recordings~~;

selecting a delay period;

repeatedly transmitting a signal to an underwater transducer device,

wherein said signal corresponds to the one or more digital sounds ~~recordings~~; and

wherein successive transmissions of the signal are separated by the delay period; and

wherein said plurality of digital sounds ~~recordings~~ include a sound ~~recordings~~ of aquatic animals feeding.

14. (currently amended) The method as claimed in claim 13, further comprising the step of selecting a sequential arrangement of digital sounds ~~recordings~~ from the plurality of digital sounds ~~recordings~~.

15. (currently amended) The method as claimed in claim 14, further comprising the step of selecting an individual volume level for each of said digital sounds ~~recordings~~ in said sequential arrangement.

16. (original) The method as claimed in claim 13, further comprising the step of gradually increasing the volume level of the signal up to a selected maximum volume level.

17. (original) The method as claimed in claim 16, further comprising the step of selecting an interval of time between increases in the volume level.

18. (original) The method as claimed in claim 13, further comprising the step of receiving acoustical signals from said underwater transducer device.

19. (currently amended) The method as claimed in claim 18, further comprising the step of comparing one or more characteristics of said acoustical signals to one or more characteristics of said plurality of digital sounds-recorderings.

20. (original) The method as claimed in claim 13, further comprising the step of recording acoustical signals received from said underwater transducer device.

21. (new) The method as claimed in claim 19, further comprising the step of detecting a match between one of said acoustical signals and one of said digital sounds.

22. (new) The method as claimed in claim 13, wherein said plurality of digital sounds include a sound of aquatic animals feeding on crawfish.

23. (new) The system as claimed in claim 4, wherein said plurality of digital sounds comprises naturally occurring sounds.

24. (new) The system as claimed in claim 4, wherein said plurality of digital sounds comprises synthesized sounds.

25. (new) The system as claimed in claim 4, wherein said submersible device is coupled to a motor.